



Greenie League Baseball Rules & Format



Table of Contents

Section 1: Youth Baseball Rules	3
• Governing Rules	
• Equipment	
• Mini Fry Division (4 Year Olds)	
• Small Fry Division (5-6 Year Olds)	
• Big Fry Division (7-8 Year Olds)	
 Section 7: Miscellaneous Information	 8
• League / Division Standings	
• Inclement Weather	
• Pitching Machine Settings	
• Field Locations	

Section 1: Youth Baseball Rules

- 1.1** Each team (Small & Big Fry) is allowed one Manager and one assistant coach, for a total of two coaches. One coach must remain in the dugout at all times. During a team's at-bat, a base coach will be allowed at first and third base, with a volunteer parent in the dugout to assist with the batting line up.

1.1.1 International Little League rules will be followed along with the following modifications.

1.2 Equipment:

- 1.2.1** Athletic shoes must be worn by all participants and must have a one-piece molded bottom. Shoes with metal cleats or hard nylon cleats will not be permitted. Shoes with cleats screwing into the shoe will not be permitted.
- 1.2.2** No jewelry allowed.
- 1.2.3** All defensive players must be equipped with a baseball glove.
- 1.2.4** Bats must be approved by Little League. For a list of approved bats, please visit www.gllbaseball.com.
- 1.2.5** Proper batting helmets must be worn when batting and running bases.

1.3 Mini Fry Division (Age 4)

The Mini Fry Division is a parent-child t-ball program focusing on basic baseball skills development in a non-competitive environment. Teams will scrimmage during the season, but the score will not be kept.

1.3.1 League Schedule and Format

1.3.1a Mini Fry t-ball will begin Saturday, May 2 and continue weekly through Saturday, June 13. Each scheduled meeting will last one (1) hour. The timeline below will be followed:

- | | |
|---------------------------|--|
| ○ Thursday, April 23 | Coaches' Meeting – Drew Steele Center at 7:00pm |
| ○ Saturday, May 2 | Practice |
| ○ Saturday, May 9 | Practice |
| ○ Saturday, May 16 | Practice |
| ○ Saturday, May 23 | Program will not meet due to Memorial Day holiday |
| ○ Saturday, May 30 | Scrimmages |
| ○ Saturday, June 6 | Scrimmages |
| ○ Saturday, June 13 | Scrimmages (Conclusion of season) |

1.3.1b Base length: 45'

1.3.1c Type of baseball: Safe-T-Soft Level 3

1.3.2 Batting

- 1.3.2a** All batters will hit from a batting tee throughout the season. The tee should be adjusted as needed for each batter.
- 1.3.2b** All players present will bat each inning and the order will be reversed every inning.
- 1.3.2c** Bunting is not allowed.
- 1.3.2d** The player in the pitcher's position should be in contact with the rubber. If there is not a rubber available then an imaginary line will be used to represent the rubber.
- 1.3.2e** An inning is over when all batters have batted. The last batter of an inning must continue to run the bases until they score or they are forced out.
- 1.3.2f** There are no strikeouts.
- 1.3.2g** No stealing or leading off.
- 1.3.2h** Thrown bats will not be allowed. Coaches are responsible for ensuring players do not throw bats.

1.3.2i On-deck batters will not be allowed on the field nor are they allowed to swing in or near the dugout.

1.3.3 Fielding

1.3.3a All players present may play in the field during defense. The defensive coaches are allowed on the field. A defensive coach must remain near the pitcher's mound while the play is in progress. Once the ball reaches the defensive coach near the pitcher's mound, the play will be dead.

1.3.4 Game

1.3.4a A regulation game is 4 innings or 60 minutes, whichever comes first. A new inning cannot begin after 55 minutes of play. **It is the responsibility of coaches to monitor the time.**

1.3.4b In the event of inclement weather, a game is complete after 2 innings or 30 minutes.

1.4 Small Fry Division (Ages 5-6)

The Small Fry Division is a combination of t-ball and baseball. Players who are not able to hit off the pitching machine will use the batting tee. Baseball skills will be developed in a semi-competitive environment as games are played and score is kept.

1.4.1 League Schedule

1.4.1a Small Fry baseball will begin the week of April 19 and continue through mid-June. The following timeline will be used for the season:

- | | |
|--------------------------|---|
| ○ Tuesday, April 14 | Coaches' Meeting – Drew Steele Center at 7:00pm |
| ○ Sunday, April 19 | Coaching Clinic / Equipment Pick-up – Sports Connection at 5:00pm |
| ○ Week of April 20 | Practice |
| ○ Week of April 27 | Practice |
| ○ Week of May 4 | Practice |
| ○ Saturday, May 9 | Games begin |
| ○ Week of May 11 | Games |
| ○ Week of May 18 | Games |
| ○ May 22 – May 25 | Program will not meet due to Memorial Day holiday |
| ○ Tuesday, May 26 | Games |
| ○ Week of June 1 | Games |
| ○ Week of June 8 | Games, Conclusion of season |

1.4.2 Batting

1.4.2a All batters will face live pitching from a pitching machine.

1.4.2a.i Each child will be allowed three (3) strikes or five (5) pitches before the ball is placed on the tee. The tee will be adjusted as needed for each batter. *If a foul ball is hit on the third strike, the tee will be used for that at-bat.*

1.4.2a.ii An umpire will operate the pitching machine and will also be responsible for receiving the ball from the defensive team. Play will end once the **umpire** receives the ball inside the marked circle.

1.4.2.a.iii In the event only one umpire is available for the game, coaches will pitch to their own team.

1.4.2b All players will be placed in the batting lineup whether playing defensively or not. Coaches are encouraged to mix up the batting order each game to allow an equal amount of at-bats throughout the season. GRPD will provide lineup cards for each team, these cards must be used throughout the season.

1.4.2b.i If a team has less than six (6) players, the two (2) teams will scrimmage. Teams playing the **first** game will have a grace period of 10 minutes. If at the end of the grace period a team has five (5) or fewer players, the game will be considered a forfeit.

1.4.2b.ii **Lineups must be turned in 10 minutes prior to the start of the game with each player's first and last names as well as their jersey number.** Players showing up after the game starts, will be placed at the end of the batting line-up.

- 1.4.2c If a batted ball hits the pitching machine, the ball will be called dead; the batter will then be awarded first base, and only forced runners may advance one base.
- 1.4.2d Bunting is not allowed.
- 1.4.2e The player in the pitcher's position should be in contact with the rubber until the ball is released. The pitcher must stay behind the machine until the ball is hit. If there is not a rubber available, then an imaginary line will be used to represent the rubber.
- 1.4.2f A batted ball must go at least 25' when hit, which is shown by an arc drawn from foul line to foul line. If the ball does not go past the 25' arc, it is considered a foul ball.
- 1.4.2g There are no strikeouts. If a batter hits part of the ball and part of the tee, it is a fair ball if it goes past the 25' arc.
- 1.4.2h Two (2) team warnings will be issued for thrown bats by the umpire. If a player throws a bat after the two (2) warnings, they will then be called out.
- 1.4.2i On-deck batters are not allowed on the field nor are they allowed to swing in or near the dugout.

1.4.3 Base Running

- 1.4.3a No stealing or leading off.
- 1.4.3b Players are only allowed to take one (1) extra base on a ball thrown out of play or on an over throw. For example, a ball thrown over the 1st baseman's head will result in the runner advancing to 2nd base, if they choose. Only forced runners will be allowed to advance one (1) extra base, the play will then be called dead by the umpire.
- 1.4.3c Head first slides are not allowed while advancing to the next base. Head first slides are only allowed when going back to a base.
- 1.4.3d Runners must remain on base until the pitch reaches the batter.
- 1.4.3e Runners must stop once time has been called by the umpire. If a team has a runner sent back to the previous base more than twice in the inning, that team must run "base to base" for the remainder of the inning. (See "Fielding" section 1.4.4b)

1.4.4 Fielding

- 1.4.4a Nine (9) players are on the field at any one time, five (5) infielders and four (4) outfielders. If nine (9) players are not available at the start of the game then play as many as you have available. (See "Batting" section 1.4.2b)
- 1.4.4b Time will be called by the umpire when the ball is received from the defensive team. The umpire operating the pitching machine must receive the ball inside the marked circle for the play to be ruled dead. Once the play is completed, the umpire will decide where the base runners should be.
 - 1.4.4b.i If a base runner is more than half way, they will advance to the next base.
 - 1.4.4b.ii If a base runner is not half way, then they will return to their original base.
- 1.4.4c Each player must play a minimum of two (2) innings defensively.
- 1.4.4d **One** (1) coach will be allowed on the playing field during defense. They must be along the outfield line and not interfere with game play.

1.4.5 Game Format

- 1.4.5a Base length: 60' bases
- 1.4.5b Type of baseball: Safe-T-Soft Level 3
- 1.4.5c An inning will consist of three (3) outs or five (5) runs, whichever comes first. Once five (5) runs have been scored, the inning is considered complete. Teams **cannot** score more than five (5) runs per inning.

- 1.4.5d A regulation game is six (6) innings or 55 minutes. A new inning cannot begin after 55 minutes of play. It is the score keeper's responsibility to monitor the time. If time elapses in the middle of an inning, the inning must be complete before time is called.
- 1.4.5e If the home team is ahead after 5 ½ innings or at the expiration of time, the game is complete.
- 1.4.5f In the event of inclement weather, a game is complete after three (3) innings or 30 minutes.
- 1.45g Rained out games will be made up at the end of the season. GRPD Staff will notify coaches of the time, date and location of rescheduled games.

1.5 Big Fry Division (Ages 7-8)

The Big Fry Division helps players develop in a more traditional baseball setting, with age-specific modifications. Skill building is a main focus, but games are more competitive. The score will be kept along with league standings. A post-season single elimination tournament will be played at the end of the regular season.

1.5.1 League Schedule

- 1.5.1a Big Fry baseball will begin with a skills assessment on Saturday, April 18 and continue through late June. The following timeline will be used for the season:

- Tuesday, April 14 Coaches' Meeting – Drew Steele Center at 7:00pm
- April 18 & 19 Skills Assessments – Jaycee Park
- Sunday, April 19 Coaching Clinic / Equipment Pick-up – Sports Connection at 5:00pm
- Monday, April 20 Draft – Drew Steele Center at 6:30pm
- Wednesday, April 22 Practice begins
- Week of April 27 Practice
- Week of May 4 Practice
- Saturday, May 9 Games begin
- Week of May 11 Games
- Week of May 18 Games
- **May 22 – May 25 Program will not meet due to Memorial Day holiday**
- Tuesday, May 26 Games
- Week of June 1 Games
- Week of June 8 Conclusion of regular season
- Week of June 15 Post season tournament begins

1.5.2 Batting

- 1.5.2a All players will be pitched to by the umpire operating the pitching machine. Balls and strikes will be called. A batter will be called out after three (3) strikes; there will not be any walks. If a batter is hit by a pitch, they will be awarded first base, and only forced runners may advance one base.
- 1.5.2b If at the discretion of the umpire the pitching machine has thrown a poor pitch, the pitch will be deemed illegal and will not count against the batter.
- 1.5.2c All batters will be placed in the batting line-up. Coaches are encouraged to mix up the batting order each game to allow an equal amount of at-bats throughout the season. GRPD will provide lineup cards for each team, these cards must be used throughout the season.
- 1.5.2c.i** If a team has less than six (6) players, the two (2) teams will then scrimmage. Teams playing the **first** game will have a grace period of 10 minutes. If at the end of the grace period, a team has five (5) or fewer players, the game will be considered a forfeit.
- 1.5.2c.ii** **Line-ups must be turned in 10 minutes prior to the start of the game with each player's first and last names as well as their jersey number.** Players showing up after the game starts, will be placed at the end of the batting line-up.
- 1.5.2d In the event a batted ball hits the pitching machine, the ball will be called dead; the batter will be awarded first base, and only forced runners may advance one base.

- 1.5.2e Bunting is allowed. One (1) batter per team is allowed to bunt each inning. If at the discretion of the umpire there was a bunt attempt, it will be considered the team's attempt for the inning. A second bunt attempt by another batter in the same inning will result in an out and all base runners must return to the last base occupied.
- 1.5.2f If a batted ball bounces over the outfield fence (Jaycee Park only), it will result in a ground rule double; runners may not advance more than two (2) bases.
- 1.5.2g The player in the pitcher's position should be in contact with the rubber until the ball is released. The pitcher must stay behind the machine until the ball is hit. If there is not a rubber available, then an imaginary line will be used to represent the rubber.
- 1.5.2h The 25' arc will not be used for the Big Fry Division.
- 1.5.2i Two (2) team warnings will be issued for thrown bats by the umpire. After the two (2) warnings, if a player throws a bat they will be called out.
- 1.5.2j On-deck batters will not be allowed on the field nor are they allowed to swing in or near the dugout.

1.5.3 Base Running

- 1.5.3a No stealing or leading off.
- 1.5.3b Head first slides are not allowed while advancing to the next base; however, players may slide head first only when going back to a base.
- 1.5.3c Runners must remain on base until the pitch reaches the batter.
- 1.5.3d Runners must stop once time has been called by the umpire. If a team has a runner sent back to the previous base more than twice in the inning, that team must run "base to base" for the remainder of the inning. (See "Fielding" section 1.5.4c)

1.5.4 Fielding

- 1.5.4a An umpire will operate the pitching machine.
- 1.5.4b Nine (9) players are on the field at any one time. If nine (9) players are not available at the start of the game then play as many as you have available. A minimum of six (6) players will be allowed to play. (See "Batting" section 1.5.2c)
 - 1.5.4b.i Catchers are required to be properly equipped with the following: catcher's mask with tangling throat guard, chest protector, shin guards and protective cup. It is the coaches' responsibility to ensure the catcher wears the required equipment. Catcher's equipment, **excluding** a protective cup, will be provided for each team by GRPD.
- 1.5.4c Time will be called by the umpire when the defensive team returns the ball to the player occupying the pitcher's position or when the play comes to a natural end. This can include when an infielder has the ball, depending on the particular play. Once the play is completed, the umpire will make a judgment call on where the base runners should be.
 - 1.5.4c.i If a base runner is more than half way, they will advance to the next base. If a base runner is not half way, then they will return to their original base. (See "Base Running" section 1.5.3d)
- 1.5.4d Bunting Defense – Players cannot start moving in on a bunt when a player squares around. **Players must play their normal positions until the ball has been pitched.**
- 1.5.4e Each player must play a minimum of 2 innings defensively.
- 1.5.4f Coaches are **not** allowed on the field during defense.

1.5.5 Game

- 1.5.5a Base length: 60' bases
- 1.5.5b Type of baseball: Regulation baseball
- 1.5.5c An inning will consist of three (3) outs or five (5) runs, whichever comes first. Once five (5) runs have been scored, the inning is considered complete. Teams **cannot** score more than five (5) runs per inning.
- 1.5.5d A regulation game is six (6) innings or 70 minutes. A new inning cannot begin after 70 minutes of play. It is the score keeper's responsibility to monitor the time. If time elapses in the middle of an inning, the inning must be completed before time is called.
 - 1.5.5d.i During the regular season, ties will stand.
- 1.5.5e If the home team is ahead after 5 ½ innings or when time expires, the game is complete.
- 1.5.5f In the event of inclement weather, a game is complete after three (3) innings or 30 minutes.
- 1.5.5g Rained out games will be made up the first available Sunday. GRPD Staff will notify coaches of the time, date and location of rescheduled games.
- 1.5.5h A single elimination post season tournament will be held at the conclusion of the regular season.
 - 1.5.5h.i The same rules from the regular season will apply, with the following exceptions:
 - There is no time limit.
 - Extra innings will be played in the event a game is tied at the end of the sixth inning.
 - There is no five (5) run limit; however, games will be called if a team is up 10 or more runs after 4 innings or 3 ½ if the home team has the 10 run lead.

Section 2: Miscellaneous Information

2.1 League / Division Standings (Big Fry Only)

- 2.1.1 League / division standings will be updated weekly and automatically post to webtrac.greenvillenc.gov. Please check the standings to make sure scores have been entered correctly.
- 2.1.2 In the event of ties at the end of the regular season, the following tie breakers will be used:
 - a. Head to head
 - b. Runs allowed
 - c. Runs scored
- 2.1.3 Brackets and finalized standings will be provided to coaches before the start of the tournament.

2.2 Inclement Weather

- 2.2.1 Rainedout.com will be used to update those who sign up to receive game cancellations via text message. Steps to sign up are below:
 - Go to www.rainedout.com
 - In the search bar type in "GRPD"
 - Click on "GRPD Athletics"
 - Click on "Sign up now for mobile alerts"
 - Enter your information. Select all of the programs you would like to receive updates for. Agree to the terms of use and click "create account"
 - Validate your phone number or e-mail address by typing in the verification code sent to you as a text message or reply to your e-mail notification.
- 2.2.2 The GRPD Weather Hotline, 252.329.4299, will be updated as soon as games are cancelled.
- 2.2.3 Coaches will be contacted as soon as possible, by email only, in the event of game cancellations.

2.3 Pitching Machine Settings (*subject to change*)

2.3.1 Small Fry

- Distance from plate: Approx. 30'
- Pull Handle: 3
- Speed: 3
- Throwing Arm: 3

2.3.2 Big Fry

- Distance from plate: Approx. 34'
- Pull Handle: 3
- Speed: 6
- Throwing Arm: 4

2.4 Practice / Game Field Locations

- Elm Street Park – 1058 S. Elm Street
- Evans Park – 625 W. Arlington Boulevard
- First Christian Church – 2810 E. 14th Street
- H. Boyd Lee Park – 5184 Corey Road
- Jaycee Park – 2000 Cedar Lane
- Perkins Complex – 1703 E. 14th Street